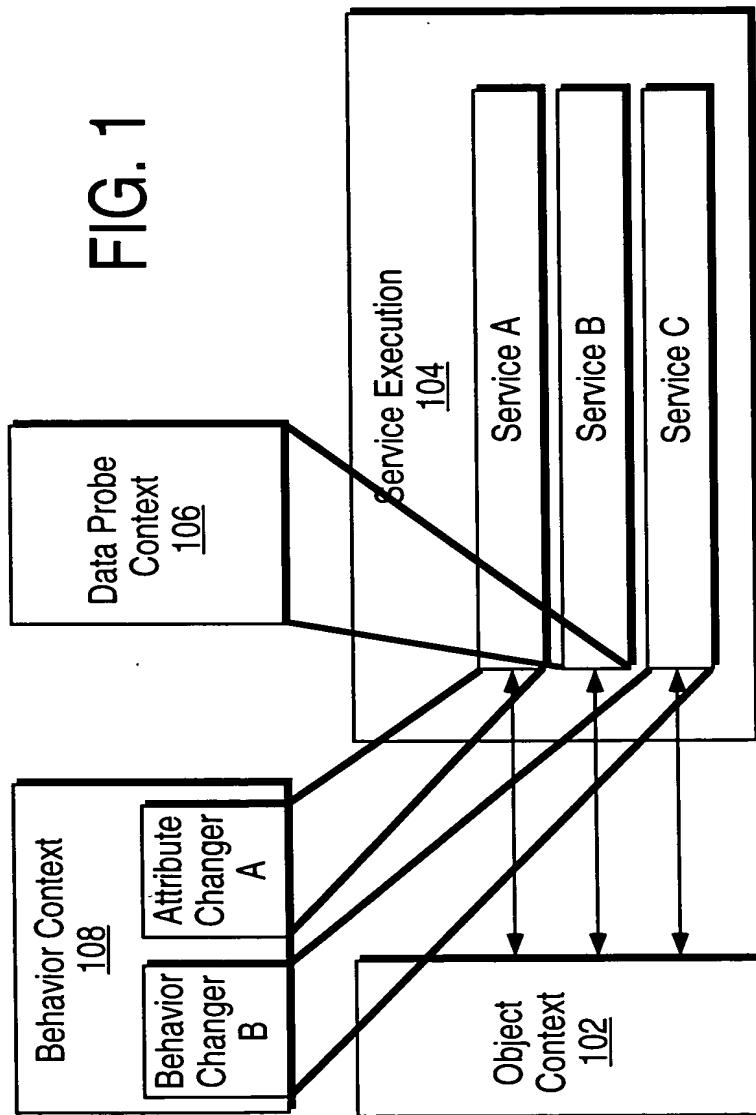


FIG. 1



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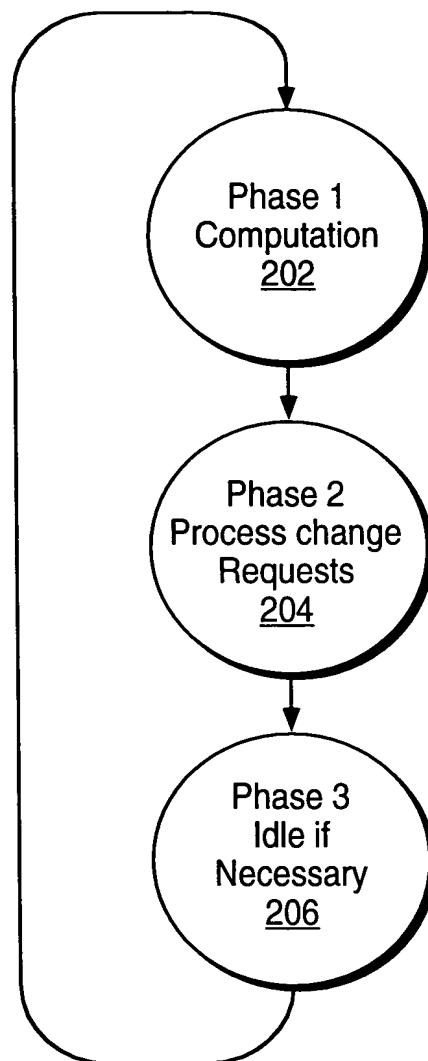


FIG. 2





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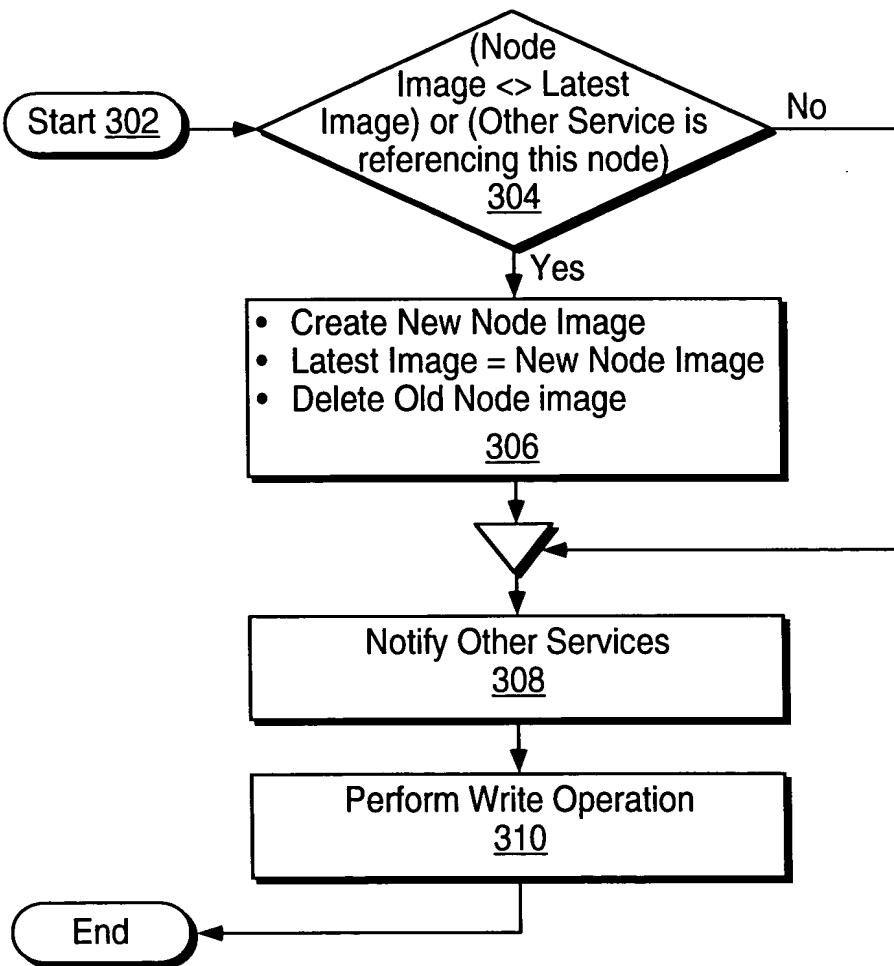


FIG. 3



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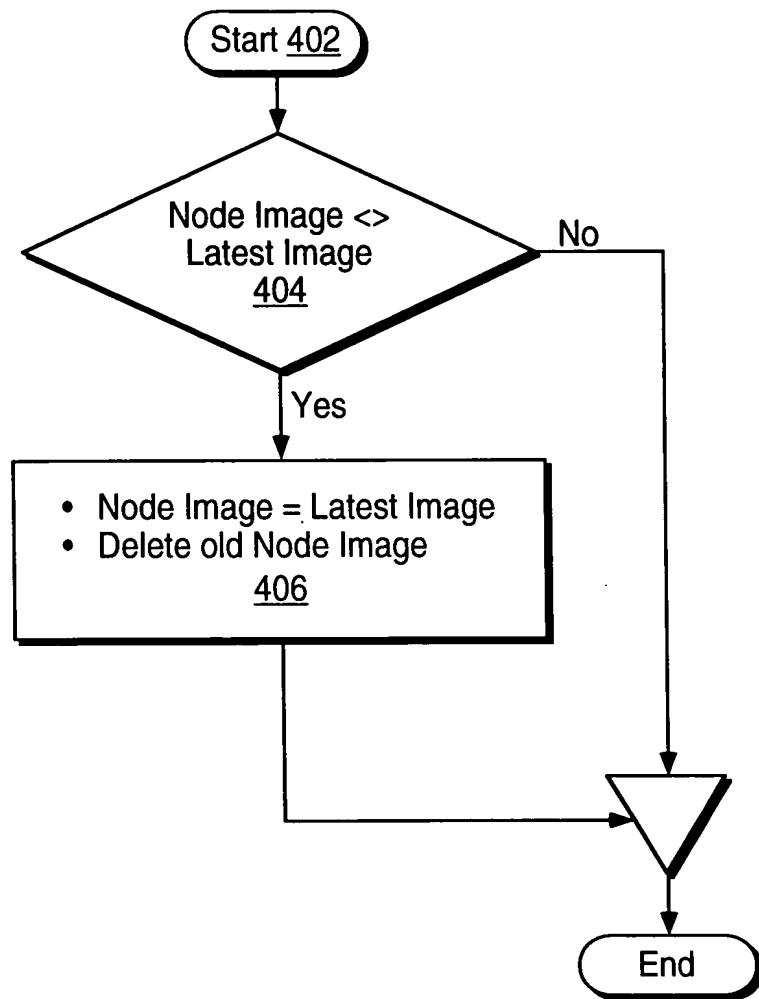


FIG. 4



Attributes are read by Services, Attributes are written indirectly by creating write operations which are performed by a single unique Service, the Simulation Service. The process of updating attributes is "frame safe." Each Service can be running at a different "frame rate."

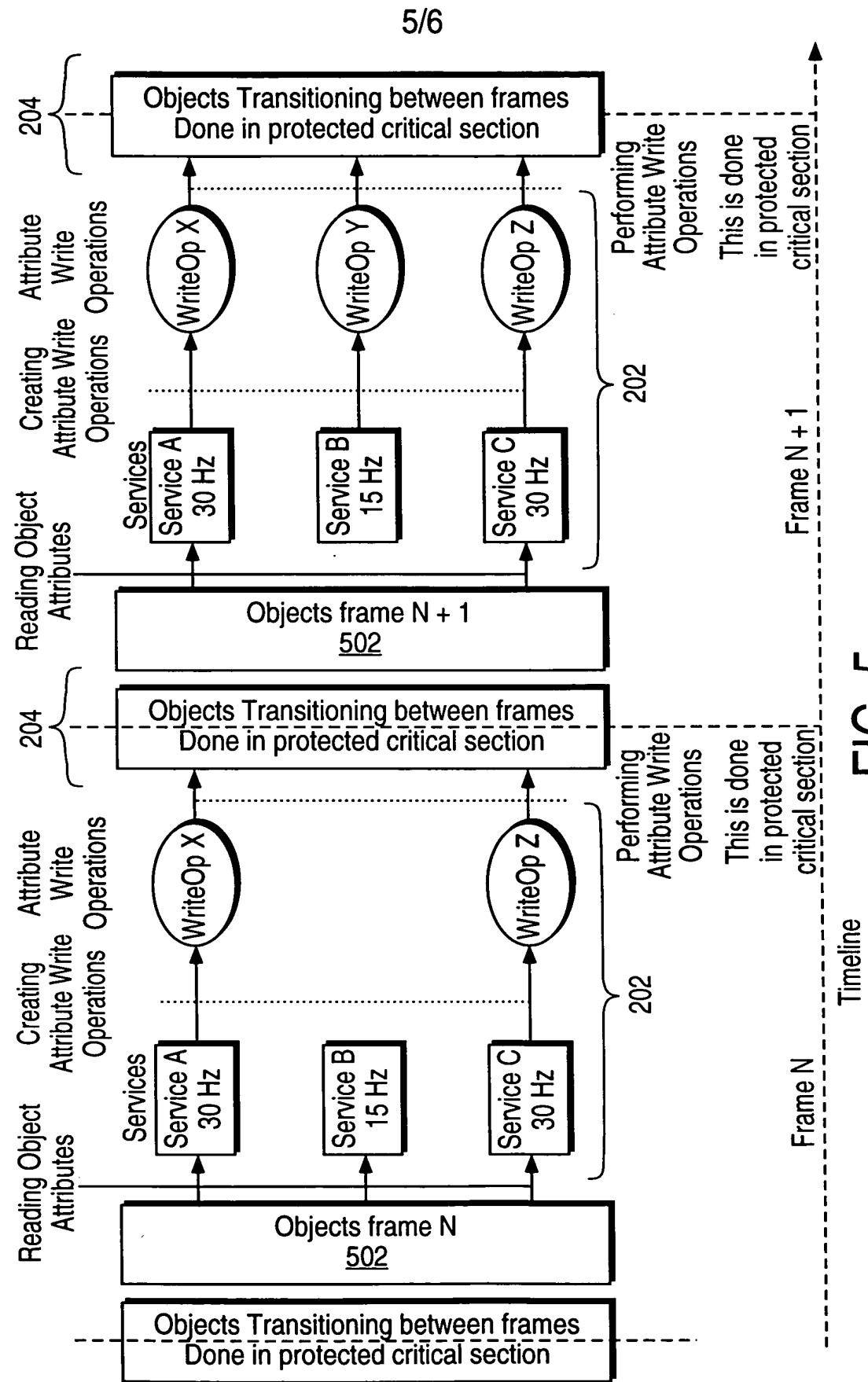


FIG. 5



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Services are running at independent frame rates (using different periodic time). Each Service is running in a separate thread.

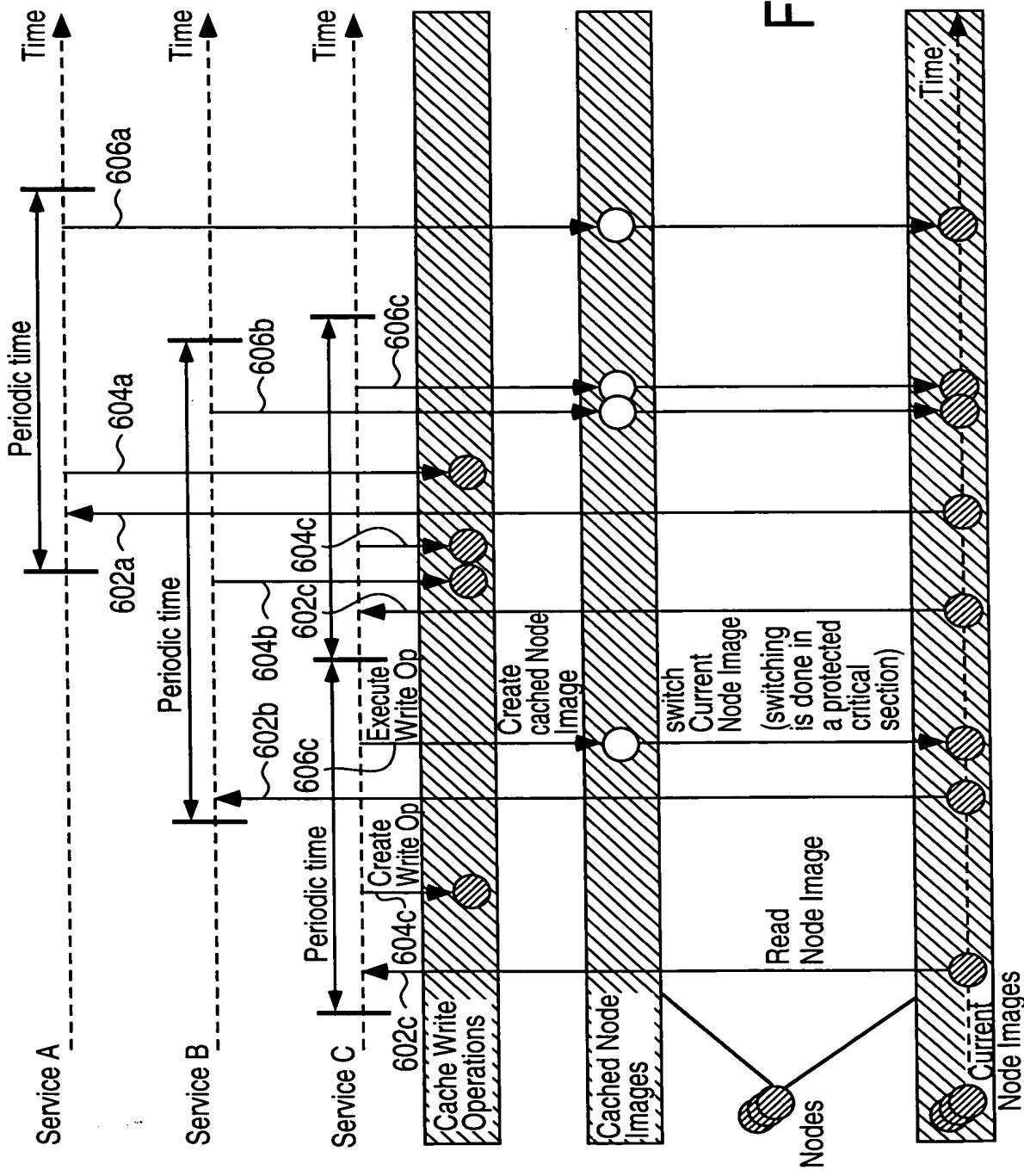


FIG. 6